

COCA TIMES

COIN OPERATED COLLECTOR'S ASSOCIATION

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Three into
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Message from Our President....

The last several months have been a very busy time for C.O.C.A. and it's members. The totally redesigned web site came online in late October with enhanced features such as member profile pages, photos accompanying classified ads, and the ability for new members to join and pay online. Our November meeting was the most successful to date with more than 150 members and guests attending for the dinner, the election of officers, and the induction of Dick Bueschel, Marshall Fey, and Jasper Sanfilippo into the C.O.C.A. Hall of Fame. Following the meeting, more than 200 members and guests attended our "Trip to Jasper's", an opportunity to visit The Sanfilippo Foundation 'Place de la Musique', the spectacular estate and collection of Jasper and Marian Sanfilippo. If you attended the event, I'm sure you came away amazed and eager to go back again, and if you weren't able to make it this time, we hope to do it again next year.

Our next meeting will be Thursday, March 29, 2012 at The Hilton Garden Inn, St. Charles, IL. Please make note of the change since we will be holding our dinner and meeting on Thursday evening. In the past, meetings have always been held on Friday following the dealer setup and preview of The Chicagoland Show. With the parking lot sales beginning before daylight, it makes for a very long day, and with all of the miles walked looking for treasures, or the day of hauling merchandise and setting up our booths, most of us are exhausted by the time the show closes on Friday. With that in mind, the board has decided to change the meetings to Thursdays. It should make it easier for most members who attend since Thursday is a more relaxed day, and it also provides us with more flexibility in planning events, such as the Trip to Jasper's, since the dinner meeting and trip can be scheduled on separate nights. Also, if you are planning to attend the dinners or any special events, please make reservations with Cindy Chamber. It is critical to the club that our counts are correct when we coordinate with the hotel or we end up paying for meals that aren't served, or worse, having too low a count that doesn't accommodate all members who would like to participate. We will always try to make it work so that all members who would like to participate can, but we need your help with reservations.

Following a very successful convention in Houston Texas, Convention Chairperson, Marsha Blau, and convention hosts Larry and Ryan Gustafson have stepped up preparations for the August 17-19, 2012 convention in Minneapolis Minnesota. This will be C.O.C.A.'s ninth annual convention and is sure to be another fun one. There will be several local collections to view, room to room

buying and selling, a no-fee auction following Friday's dinner, and a dinner cruise on the Mississippi River. With almost 50 reservations in already, the convention is filling up fast so don't wait to make your convention and hotel reservations if you're planning to attend. We have a limited number of rooms available at The Hilton Minneapolis/Bloomington Hotel, and with vacation travelers and back-to school shoppers heading to The Mall of America, adding additional rooms may not be possible as we get closer to the convention dates.

I would like to thank our outgoing officers, Erick Johnson, Marsha Blau, and Lester Aaron for their service to the club. I would also like to thank all of the members who have served on committees, helped with meetings, hosted local gatherings, opened their homes for conventions, and contributed to our magazine, C.O.C.A. Times. Without members volunteering their time to help the club, we wouldn't exist, at least not as the successful club that we've come to enjoy. We do need your help and ideas to keep it growing. One area of special need is articles for our magazine. I'm sure you all have a story to tell about that one special machine that you've spent countless hours researching, or the restoration project that brought a great machine back to life. Or maybe the time someone sent you a photo and you loaded the wife, the kids, and the dog into the van and drove through the night hoping to be the first one there to buy a rare machine. We would like to publish your stories and will give partial credit toward your annual dues for each article published. For information on submitting articles or advertising, contact Paul Hindin at BedVibr8or@aol.com.

Just a reminder, we still have almost 150 members who do not have a current email address on file. If you have not been getting emailed dues, invoices, convention flyers and meeting updates by email, or have had problems getting onto the new web site because it doesn't recognize the email address you've entered, yours is probably one of the emails we need. We try to publish all important club information both on the web site and in the magazine, but when changes have to be made, the best way we have to get the new information to you quickly is by email. Current email addresses can be sent to the club via the contact form at www.coinopclub.org, or to Keith Morris at Treasurer@coinopclub.org.

Hope to see you all in Chicago!

Doug Cain
C.O.C.A. President
330.837.2265



DEADLINE FOR NEXT ISSUE: May 6, 2012

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Ed Rymer's

Golf Ball Slot Machines

Did someone actually make a slot machine that paid off in golf balls instead of coins? Where would a crazy idea like that come from? Slot machines had been disguised as innocent vending machines for years. Long ago gum and candy vendors were added to slot machines to avoid the long arm of the law. The premise was that players were gambling for merchandise and not money. During the 1930's slot machine producers soon recognized the golf shops at the country clubs as a potential new market place for their products. By placing golf ball slot machines in pro shops, a gambling machine would now be seen as a harmless golf ball vendor. They could even be operated right under the noses of judges, police commissioners and other public officials that were members of the local country club. Soon they would be found in pro shops at local municipal golf courses. Today they are hard to find, expensive antiques, with certain individual machines selling for up to tens of thousands of dollars.



One collector, Ed Rymer, has managed to assemble a museum quality example of each of the golf ball slot machines still known to exist. It is believed to be the only complete collection of the eight different styles that were ever produced. Ed and his wife Paulette enjoy playing golf and their collection of golf ball slot machines at their home in Sarasota, Florida. The machines were all built in the 1930's and 1940's. An interesting aspect of this collection is that all of the golf balls on display in these machines are new old stock vintage balls from that era. These rare golf balls are quite collectable on their own. Each machine offers a bit of history about the slot machine manufacturing industry and how competition between different vendors helped drive innovation. Here is a brief history of the beginnings of golf in America, and the golf ball slot machine.

Golf's popularity today is drastically different when compared to the early 1930's when the first golf ball slot machine was invented. Today, golf is considered a popular go-to leisure activity. From the late 1800's, through the mid 1920's, playing golf was considered a true privilege. The peasants never got on the greens unless they carried someone's bag. The radio, newspapers, magazines and the Movietone News, reported stories about great golf legends like Bobby Jones and Walter Hagen. The increase in publicity soon spawned country clubs in the areas that could afford them.

People everywhere said "Hey, that looks like fun." Fun it was, but there weren't enough places to play. American needed more golf courses. After the stock market crash in 1929 the game grew. More rounds were played, just not at the same exclusive places. The devastated economy forced countless private-club members to resign. In order to keep playing, they became public golfers (sound familiar?). Land was relatively inexpensive and municipal golf suddenly looked like a good investment to local governments applying for federal grants (civil work projects). Hard times soon made public golf available to the masses.

There was another problem; no one knew how to play. Newspapers ran “How to Play Golf” columns and self-teaching books hit the marketplace. They sold faster than cook books or Bibles. All that paper training paled when compared to the advantage of professional coaching. The ‘golf pro’ was born. It was not until the concept of a ‘pro’ emerged that golf started to become more accessible to the public. The pros were usually second-string tournament winners with enough name visibility to be local celebrities. They set up shop at their local clubs or public courses. They sold their time teaching folks how to play, and sold clubs, mitts, tees, jackets and golf balls.

Boy, did they sell golf balls, because everyone was hitting them into the water or the woods. And they had the counter and floor space. So what else goes in the golf shop? Right; machines that vend golf balls. And thus the golf ball vending slot machine was born. They were produced in various models for about 20 years. Let’s take a look at all eight models.



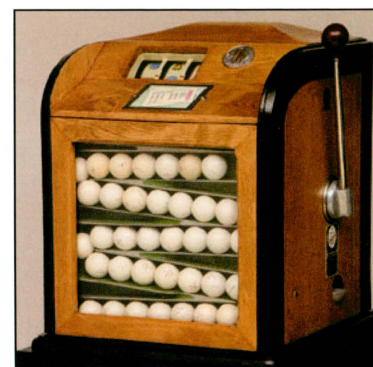
The Victoria Golf Ball Vendor was the first one produced. Clarence F. Grimm of Inglewood, California originally invented the golf ball vending portion of this machine in 1932. Grimm designed it with the purpose of creating an electrically operated golf ball vending machine. The base of the vending cabinet was immediately adapted by O.D. Jennings & Company of Chicago to create the Victoria Golf Ball Vendor. A modified Jennings Victoria Model B 3 slot machine was attached to the top of Grimm’s vendor. A limited number of the Victoria’s were produced and only one Victoria is known to still exist.

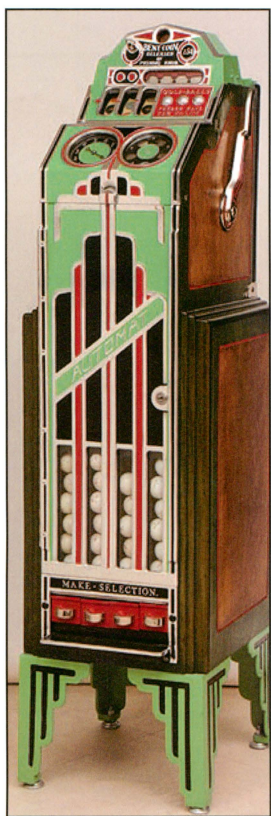
The Sportsman Golf Ball Vendor Slot Machine (Art Deco). This model first found its place on the countertop of golf shops in July of 1935. It has flashy art deco aluminum castings, with golf balls displayed across the entire lower portion of the machine. For 25 cents, a player of the Sportsman could win anywhere from 1 to 20 golf balls. The Sportsman was also produced by O.D. Jennings & Company in Chicago. Less than 40 art deco Sportsman Golf Ball Vendor Slot Machines have been found.



The Pace Comet Golf Ball Vendor was first produced in 1936. Today, there are less than 10 Pace Comet Golf Ball slots known to exist. Ed Pace got his start in Chicago during the 1920’s. A quick glance suggests the Jennings Sportsman Art Deco Golf Ball Vendor, but a closer look reveals its true identity. It’s a Pace copycat version on the frame of the ‘Fancy Front’ vendor. Like most golf ball slot machines made around the mid-1930s, it cost 25 cents to play and provided the golf club pro with an additional revenue stream. Often the local Pro would randomly place a couple of red balls in the inclined ramp display. When a red ball was won it could be exchanged for 2 white balls, a double payout that kept the player’s interest.

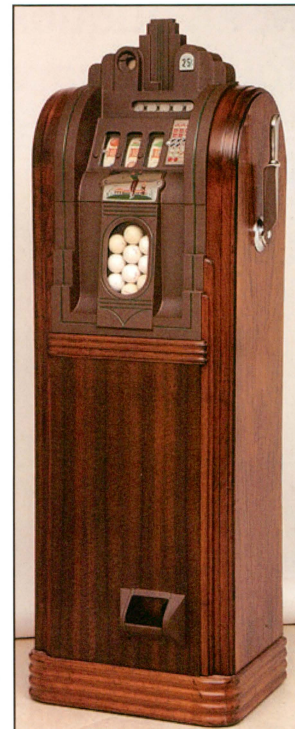
The New Sportsman Golf Ball Vendor. This model is also called **The Deluxe Sportsman** and was first introduced in June of 1937 by Jennings. It is an elegant all walnut version of the Art Deco Sportsman. As a result of increased sales of this type of machine, Jennings reacted by setting up a separate profit center located in a corner of the Jennings factory, calling it the Sportsman Manufacturing Company. Sportsman billed itself as ‘sole selling agents’ for the new machine. Only about 10 of the New Sportsman Golf Ball Vendor machines have survived.





In 1938, The Superior Confection Company produced the **Superior Golf Ball Vendor** in Columbus, Ohio. Machines produced by Superior usually feature art deco style and vibrant colors as attention getters. This one literally explodes! The Superior Golf Ball Vendor was built exclusively for country clubs. It operates on a quarter and was designed to pay out in combinations ranging from one to four golf balls. It was marketed with the promise of increasing golf ball sales 400-500%. It also has a futurity feature insuring a win every 10th play. In addition a silver award could also be won and redeemed for 10 golf balls or \$7.50 in cash or merchandise. Today, only a handful of these magnificent Superiors are known to exist.

Mills Novelty Company of Chicago, by far the largest manufacturer of coin-operated machines, produced their **Extraordinary Floor Model Golf Ball Vender** in 1938. This tall wood console 3-wheel slot machine had a capacity for 114 golf balls. It originally held up to 150 golf balls but after jamming, the capacity was quickly reduced to a manageable 114. The machine, only less than fifty of which are known today, was built with a beautiful walnut cabinet and a large display window to showcase the golf balls. The premium golf balls on display were for show only. The real golf balls that the players received came from hidden tubes inside the machine and were usually of a lower quality. It was produced in both dime and quarter play with awards of up to twenty golf balls.



The Jennings **Golfa-Rola Gambler's Top** has the largest golf ball display of any golf ball machine. This machine was based on the original Jennings Ciga-Rola, a large console that was reated as a slot machine that paid off in packs of cigarettes. Jennings converted the cigarette payout to golf balls in response to the great success of the Mills Extraordinary Golf Ball Vender. Only two Gamblers Tops are know to exist today.



Golf ball slot machines began to really push the creative envelope in the 1940's. A perfect example is the 1940 **Golfa-Rola Model 35** made by O.D. Jennings & Company. The Golfa-Rola offers duel action play. A player may deposit 10 cents to spin the reels and have a chance to win from one to ten balls, or may deposit 35 cents and make an outright purchase of one golf ball. In either case, the player selects the brand of the ball preferred. Another noteworthy feature of the Golfa-Rola Model 35 is that players are actually able to see the quality of the ball that will be received. This unique trait was considered a critical sales building feature when compared to the Mills machines. Although reproductions are rumored to exist only three originals are known.



Golf ball slot machines were a commonly found and highly appreciated item in golf shops in the 1930's and 1940's, with a few still making money even into the 1970's. Now they are considered highly collectable pieces of history. The Second World War, the rising price of golf balls and public pressure to reduce gambling led to their demise. Today, the only place to see an example of all eight machines all I none place is the home of Ed and Paulette Rymer.

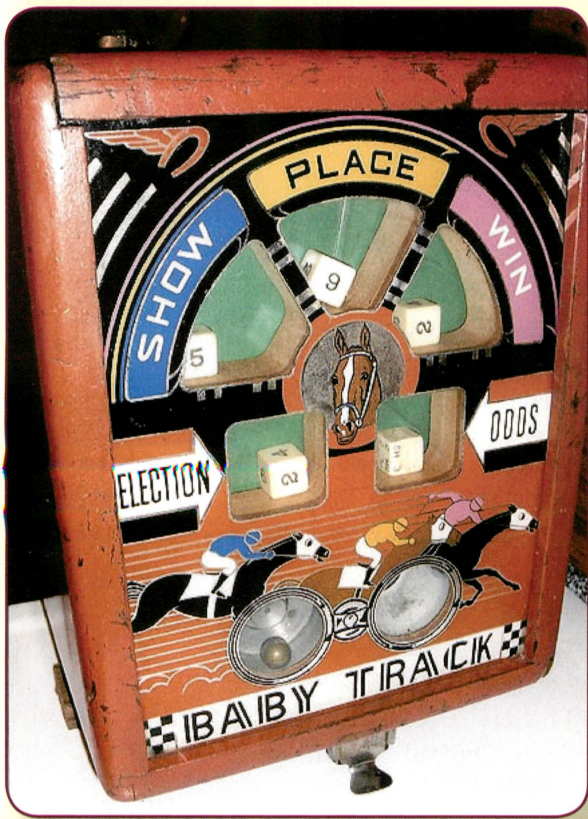
Special thanks to Brooke Rymer and Bill Petrochuk who helped write and edit this article and to the late Richard Bueschel for his years of research and writings that were an invaluable resource of the history of these fine machines. Also, Thank You to Don Creekmore, Larry Debaugh, Johnny Duckworth, Jeff Frahm and Alan Sax for all of their assistance.

Mystery Slot

by Bob Chaney

Member Bob Chaney recently purchased this counter game at an auction in Southern Illinois. The only information he found regarding it was listed on page 235 of Dick Buechel's "Vintage Trade Stimulators & Counter Games."

It read, "Western Equipment and Supply Co., Chicago, IL. Dice – Baby Track (Numbers) 1938", no photo.



He took the accompanying photo to Chicagoland's Slot Show in November, showed to 5 or 6 old-timers and none of them had seen it before. Ken Durham suggested he send the photos to COCA Times to see if any of their readers have seen it or had any additional knowledge of "Baby Track." Bob really thought the mirrored multi-colored graphics were cool, in keeping with the great graphics on Western's Reel Races.

NOTE: Selection #2 – Win #2 – Odds, Win 10 to 1 – Doesn't Happen Often!

Please email any information you may have to Echaney512@Ad.com



Collector/author Tom Gustwiller was on hand to autograph his new book, "Reel Amusement," at the Chicagoland Show.

Reel Amusement

Saves the Best for Last

by Bill Howard

The purpose of this article is to review the development of coin-op source books from the early pioneers to the latest effort, REEL AMUSEMENT by Tom Gustwiller.

The importance of research material in books, magazines, articles and ads has been of great value to me, and I have stressed this fact in many of the articles I have written, as well as in my book, Every Picture Tells a Story.

Perhaps the earliest coin-op research book was Dave Christiansen's Slot Machines – A Pictorial Review, written in 1972. Then, in the late 1970's, the "founding father" of these books, Ken Rubin, wrote Drop Coin Here and exposed many to the best in coin-op machines at that time. While this important book must be judged in the era in which it was written, its main value was to expose interesting machines in a way that kindled the desire to collect and thereby spark our hobby much like Dr. Smith's Arcade Auction in New York some years later. It is astounding how foresighted Ken was in picking machines that have proven over time to still be some of the most valuable and sought after, almost thirty-five years later.

In the mid 1980's the late coin-op historian Dick Beuschel began bringing his wealth of knowledge to collectors in a way that will never be matched. Early examples of his work include Illustrated Guide to Collectable Trade Stimulators, Vol. 1 and Vol. 2, Illustrated Guide to Collectable Slot Machines, Vol. 1 thru 4, his coin-op book, and his collaboration with Steve Gronowski in Arcade I. Although one weakness in these endeavors proved to be Dick's sometime lack of organization that made his incredible grasp of facts almost seem overwhelming along with his sometimes over emphasis on the creation and development of these machines by their manufacturers, as opposed to the machines themselves and their condition and function, things so important to collectors today, the history he afforded us was so important.

Other offering pioneers of the day included Dan Mead, who collaborated with Robert Geddes in 1980 to write Slot Machines on Parade, and with David Saul ten years later to write Slot Machine Buyer's Handbook, and Richard and

Barbara Reddock, who wrote Price Guide to Antique Slot Machines in 1981.

In 1991 Marshall Fey wrote his first edition of Slot Machines, A Pictorial History of the First 100 Years, an overview of coin-op history, and the most widely sold coin-op book to date.

In 1995 Tom Gustwiller took a shot at research book writing with his first effort, For Amusement Only. Although comprehensive and well catalogued, it lacked aesthetics, being black and white, and provided only basic details, such as identity and date of manufacturers and the rarity of the machine. His inclusion of an all encompassing price guide raised an unresolved dilemma. Although we are all concerned with value, is a price guide really helpful in the long run, when value is determined to a great extent by things totally in flux and unforeseeable, such as the economy, the interplay and number of certain collectors at varying points in time, and the continually evolving trends in the hobby?

Two years later Dick Beuschel returned to write Guide to Vintage Trade Stimulators & Counter Games, providing his usual wealth of knowledge in color, but restricting his effort to trade stimulators and not always organized as to value, category or information.

Nine more years passed before I took coin-op book writing in another direction with Every Picture Tells a Story. It was a limited edition of 500 copies intended to be the most aesthetic photographic effort to date, limited only to my collection of both coin-op and non coin-op treasures and directed to a small group of collectors who enjoy the whimsical, humorous and personalized aspects of our hobby.

This brings us to the latest entry to the coin-op book parade, Reel Amusement, Tom Gustwiller's second book and much different from his first. It is more comprehensive with well over 400 machines pictured, as well as research cites for over 400 machines not pictured. In stuffing color, the photographic layout combines aesthetics with easily understandable categorizing, description and history.

Tales of the Hunt

by Sandy Lechtick

People who know me or have visited my arcade in Southern California know I like penny arcade machines and mechanical advertising displays that are a bit unusual, perhaps a little bizarre or stuff that you don't see too often. When I concluded early on that the really rare machines - especially turn of the century (1890 to 1920's) were either too pricy, impossible to find or already fully ensconced in the hands of collector extraordinaire's (Rubin, Copperfield, Raznick, Getlin, Leganke, Grimwade, Mclemore, Chase, and a few others), I lowered my sights. On the other hand, machines of the 1930's, 40's and 50's and in some cases 60's and 70's are generally more fun to play, have killer visual appeal and are certainly much more reasonably priced.

Being an athlete and competitor most of my life, (table tennis, gymnastics and beach paddle tennis) I have always had a soft spot for coin-op machines that require a bit of strength, skill and physical dexterity. While I really like gun games and Fortune Tellers, two of my favorite machines that are worthy of Tales of Hunt, are not the most elegant, pretty or classy. In fact you could call them down right ugly.



"LEARN HOW TO PUNCH THE BAG"

About six years ago, not too long after I got bit by the coin-op bug, a fellow collector was advertising on eBay and as sometimes happens, we established a dialogue. It was determined that he had a punching bag machine I was interested in, and I had a machine he was interested in - an Exhibit Supply Card Vendor: "You can Tell Her Fortune by the Color of Her Hair." We worked out a trade, plus some cash.

With most punching bag machines, you smack the bag and it measures the force of your blow on a dial. I have one of those (a Mills 5 cent) which I like, but the one I traded

is an Exhibit Supply "Learn how to Punch the Bag." You put in a nickel, the bag falls down and you demonstrate your pugilistic prowess for 30 seconds, like you were in an athletic gym getting a workout. Then a bell goes off and it pops back up. It stands about eight feet and as you can see is big and bulky. It is my impression there are only a few that survived. As a collector, I have found that sometimes the machines that operators thought took up too much room or didn't generate enough revenue or simply broke down too often were pushed out to pasture. In some cases, only a few were made and the inventory was always low. That might have been the case with the "Learn how to Punch the Bag" and probably the case with the other lonely orphan profiled in this article.

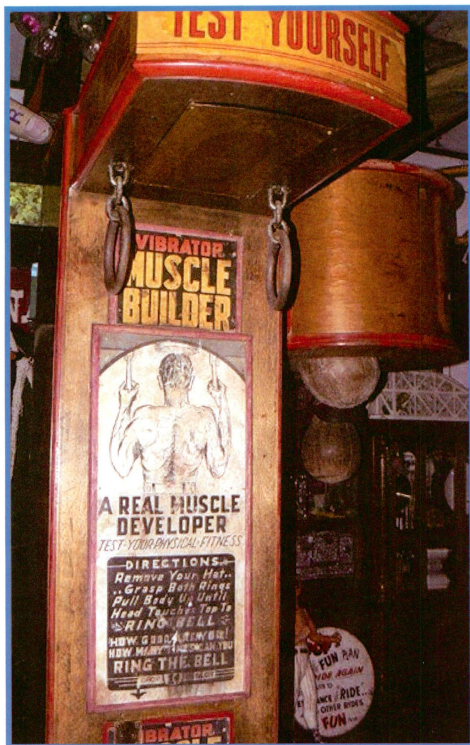


"VIBRATOR MUSCLE BUILDER"

The second athletic machine acquisition is the result of a more common thread which weaves its way into the fabric of the collector - dogged determination. Two years ago, a fellow collector who had visited me happened to make an off hand comment about a machine he owned - big, yellow and red and you do chin-ups. He was actually playing with me and knew I knew what he was talking about and I'd be ultra interested. Did my ears perk up or what? But, he told me he had no intent in selling it and I could drool if liked. (Actually I made

that up but you get the picture). He told me he would keep me in mind if he changed his mind. I was not holding my breath.

So every time I spoke to him or ran into him or his wife - you got it, I let him know that I not only had some extra cash, but had the absolutely perfect space in my collection - right next to the other big yellow and red machine. And finally, two years later, I caught him in a weak moment and he said "Yes" so now I finally own "Vibrator Muscle Builder." What is even cooler about this strength machine that I did not know - is that when you put in the dime and get ready to do a chin-up, a motor in the top of the machine starts vibrating like crazy making the pull-up action a lot harder than meets the eye. Now I know what the "Vibrator" in the title means. Not many people can do more than two or three within the 20 or 30 seconds. Yep, that's my type of machine! Is there any other related machines. I should try to track down?



As anyone who actively collects knows, relationships are everything and it's not just money. Quite frankly, many collectors, even those who are in the later stage of the collecting cycle - especially those who have significant financial wherewithal and don't need the money, are understandably tougher to pry things loose. When there is an emotional attachment it is even tougher. Sometimes they sell simply because they wake up on a different side of the bed or decide to give you a break. Perhaps they realize that the machine would look a lot better in your arcade than squirreled away in the back of their warehouse or garage collecting layers of dust.

Timing is everything. Bottom line: money is important, but relationships and timing - and a little persistence are the name of the game.

Sandy Lechtick lives in Southern California and collects post 1930 penny arcade machines, automatons, barangers, mechanical advertising and orchestrions. He can be reached at sandy@esquiresearch.com or (818) 712-9700.

COCA Inducts Three into Hall of Fame



Richard M. Bueschel, Marshall Fey and Jasper Sanfilippo were inducted into the COCA Hall of Fame at the November Chicago meeting. The presentations were made by President Erick Johnson and Hall of Fame committee chairman Bill Petrochuk.

Richard M. Bueschel (1926-1998) was and probably always will be the most prolific author and historian that our hobby will ever know. Dick most enjoyed “the fun of the search and the knowledge gained”. His view was that “If it’s good for the hobby, it ought to be done.” He penned dozens of books about coin operated machines.

He also edited a multitude of coin-op magazines and periodicals. Dick inspired us by sharing his collection of coin machine paper including photographs, vintage advertising and trade magazines. Dick also helped to lead the way towards the legalization of slot machine collecting through-

out most of America.

Dick grew up in the heart of the coin operated machine industry, Chicago, during the 1930’s and 40’s. His primary focus was on gambling machines, but he also wrote about pinball, arcade, penny scales and vending among many other topics.

He served in the United States Air Force during 1945 and 1946. This led to his interest in Japanese war planes and subsequent books about these aircraft. His business career was as a creative person in industrial advertising agencies.

Our hobby would not be remotely close to where it is today, not only in historical knowledge, but in the number of collectors, had it not been for the efforts and inspiration of Richard M. Bueschel.

Dick’s award was accepted by his daughter Megan Bueschel.

Marshall Fey is best known as the author of the number one selling slot machine book in the world. With over 35,000 copies sold it is now in its seventh printing. It has been printed in three languages.

Marshall’s story is about the experiences of three generations of the Fey coin machine family. His grandfather, Charles is known as the inventor of the three reel slot machine and scores of other coin operated devices. His Father Edmund Fey invented, manufactured and operated machines on his own. Marshall along with his brother Frank operated and revamped numerous slot machines in their Reno Liberty Belle Restaurant for more than 30 years.

Marsh was the winner of the American Association for State and Local History’s “National History Award” in 1984. Marsh has spoken at our C.O.C.A. meetings on multiple occasions. His book has helped to spread the word about these fascinating machines and inspired both new and old collectors since 1983. He has educated antique collectors everywhere that these highly regarded slot machines are not only a good investment, but fun to play. He continues to be a great ambassador for the coin operated machine collecting hobby.



Jasper Sanfilippo is known worldwide for his magnificent collection of beautifully restored antique music machines, coin operated arcade and gambling machines, and many more great antiques that are housed in his 'Victorian Palace' home near Chicago.

Private concerts, dinners, tours, conventions of collector's groups and other festivities have been held at Jasper's since the first music room was completed in 1984. Jasper is also the director of John B. Sanfilippo & Son, Inc. a large company dedicated to processing, marketing and distributing edible nuts of all kinds.

Jasper's association with C.O.C.A. is a long one. For many years our club has been invited to numerous tours of his home and collection. Our members have enjoyed his hospitality more than he will ever know. C.O.C.A. tours and other charitable functions held at the 'Victorian Palace' have raised millions of dollars for charity and have exposed thousands of people to these antique musical, coin operated and other mechanical wonders. This experience has helped to inspire many people to join our club and acquire their own unique collections. C.O.C.A. will always be indebted to the generosity of Jasper Sanfilippo.

A photograph of two large, ornate, antique coin-operated machines. The machine on the left is green and silver, and the machine on the right is brown and gold. Both machines have large, circular, multi-colored wheels on the front. A man in a black shirt and a baseball cap is standing between the two machines, smiling.

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Bomb Dropper

by John Peterson

I am often struck by the dissimilarities between the gaming machines produced in the United States and those of Great Britain during the hey day of gambling starting at the turn of the 20th Century and continuing into the 1950's.

American gambling machines were like the Kardashian girls today. Good looking and rich, they didn't have to work for your attention. Gorgeous by birth, they intuitively recognized that developing a personality was just a waste of time. People flocked to them to bask in their beauty and behold their capricious reward of gold and glitter to the chosen few who garnered their individual attention with no more effort than the flick of a wrist and the spin of a few reels. No need for brains here; beauty rules!

British machines were the girl next door. Common in appearance and impecunious in reward, they had to work harder to attract the attention of their target audience. Unable to rely upon the promise of unstated but implied treats, they appealed to the male population with a combination of charm, challenge and whimsy. Today's game, Bomb Dropper by Handan-Ni is an excellent example.

Produced starting at the end of World War I in 1918, the makers capitalized on the war theme hardly before the soldiers had hung up their rucksacks and rifles. Photo A is the playfield. The game is simple. Upon deposit of the 1D large British penny, three steel balls are released to the holding position seen in Photo B. One at a time, the balls are released to shooting position and propelled onto the movable ledge at the top of the playfield, Photo C, by means of the large knob at the bottom of the door, right side. This ledge is a tilt surface, controlled by the small knob on the left side



of the door. The ball rolls back and forth on the ledge until it is manually retracted by the player using the small knob on the right side of the door.

The object of the game is to drop the (cannon) ball onto the top of each of the three cannons, one at a time. If the drop is successful, the cannon barrel collapses down in a visible sign of defeat. If all three cannons are defeated during one round of play, the player is rewarded with the return of his penny. To receive your

penny, you turn the “twister” looking knob on the upper right side of the door. This same knob also resets the cannons for the start of a new game. The play card, Photo D spells out the rules of engagement.

The game is visually attractive. This particular model sports the Showman’s paint scheme common to machines that have ridden the fun fair circuit a few times too many. I would never consider altering one of these painted cabinets; the design only adds to the charm of the machine.

Not too many of this particular game have survived. Several reasons, I think. First, the play of three balls makes the game slow as compared to the allwins that were beginning to gain traction around the same time. With their vertical track and single ball action, allwins were faster and more exciting. With the Bomb Dropper’s tilt tray ledge, one could spend minutes rolling the balls back and forth waiting for the exact moment to drop the bomb on the unsuspecting cannon below. This might be fun for the players but I doubt the operators enjoyed the long play quite as much. Plus, three balls with Bomb Dropper versus a single ball allwin guarantees a longer play. Faster play translates into faster accumulation of money in the operator’s box.

The second problem is the game design. If you miss with the first cannon ball, you’ve lost the game. Two subsequent cannons down is still a loser. Hope can be extinguished early which is never a good feature. Did Kim Kardashian dump Kris Humphries down BEFORE the marriage? I think not, Binkie. Just like real life, the best game design keeps you hoping right up until the bitter end.

Any game that involves guns, war or sex is guaranteed to appeal to a male audience. Bomb Dropper has two out of three going for it. Had the game been developed for today’s market, you can be sure that the Kardashians would be on the playfield. “Boob Dropper?” Now that’s a winning idea!

The End



Photo B



Photo C

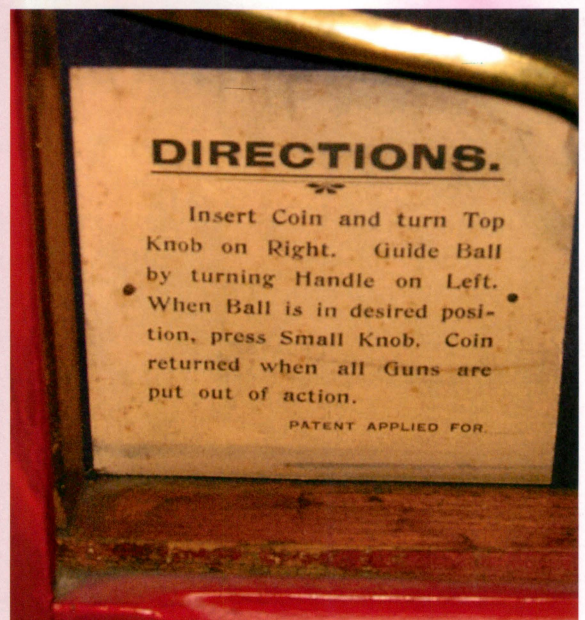


Photo D

BALLY SPOOK GUN

by Sam Mazzeo

“Oh, I might as well buy it”. That’s what I told myself at the coin-op auction in Cincinnati. This story happened 20 years ago, when I was frequently attending numerous coin-op auctions across the Midwest. Pour yourself your favorite cold beverage, and let me tell you about my coin-op acquisition.



Photo 1

a few coin-op machines. One of them was a 10 cent target gun arcade machine made by Bally in the late 1950's named 'Spook Gun'. No one bid on the machine, which was in working condition, so on a whim, I decided to buy it, since I had no comparable machine in my gameroom. It wasn't expensive, so I thought, why not?

To provide some background on the Bally Spook Gun, you have a traditional Old West 'six gun' pistol where you get 10 shots at ten targets for your 10 cents (see photo #1). It was made by Bally in the late 1950's. If you knock down all ten targets, you get a bonus ('Extra Shots') where the targets pop back up, and you get the

I was attending a Cincinnati auction held twice a year that featured wooden carousel horses, antiques, and usually several coin-op machines. I was looking primarily for slot machines, but would consider other coin-ops to round out my gameroom. I'd purchased a couple of slot machines previously from that auction, and eagerly awaited what might show up next. On that day, there were



Photo 2

opportunity to knock them down again with 10 more shots. You're rewarded with the appropriate skill level 'Rating' (Marksman, Sharpshooter, Expert) on the machine's backglass, based on how many targets you knocked down by the end of the game (see photo #2). The shots were scored by connection between an electrical contact point 'arm' attached to the gun with two rows of 5 contact points inside the machine (see photo #3). These contact points were located on a fixed plate under the gun, inside the middle of the machine. The gun could be moved around for targeting, as it was set on a pivoting ball bearing. It's a fun game to play, and always a hit at our house parties for both kids and adults. It's very basic technology, using contact points to line up the gun's sights with the tar-



Photo 3

gets. As a result, it's easily knocked out of alignment. After I fixed up the machine, I found I had to usually realign the gun's contact points after it was used during parties with my daughter's soccer and swim teams.

After I lugged the machine home and tested it ful-

ly, I noticed that it needed some adjustments so the gun would shoot straight. After all, we're talking late 1950's technology here, so it wasn't too sophisticated, and was easily knocked out of alignment with rough play. I made those adjustments, but then noticed another problem while testing. You couldn't knock down the entire second set of 10 targets after you successfully nailed the first 10. The most you could get was 8 or 9 targets on the second try. Unfortunately, I didn't have

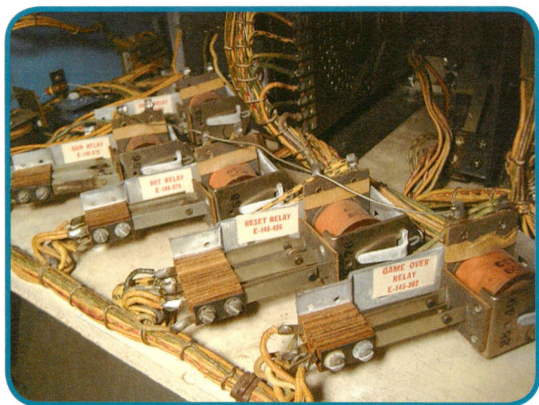


Photo 4

a schematic to help me troubleshoot this problem. So I opened up the back of the machine, and investigated the various relays, which were thankfully marked (see photo #4). There were 5 self-explanatory relays with a series of contact points that were attached to bakelite disks: Coin, Gun, Hit, Reset, and Game Over. The Coin relay started the game, the Gun relay tracked shots taken, the Hit relay counted number of successful hits, and the Reset relay actuated the Game Over relay. Bakelite disks with embedded contact rivets points were connected to these coils, and tracked the shots taken (Gun relay) and hits made (Hit relay) (see photo #5). When you made a hit, it rang a bell in the machine, which added to the fun.

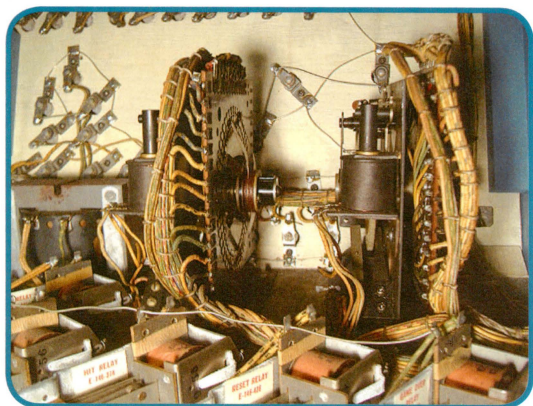


Photo 5

I did some analysis of how each of the brass arms contacting the rivets on the bakelite disks functioned. There were contact points on the end of each brass arm that made contact with the circle of rivets on each bakelite board. This allowed the shots and hits to be registered on the game. I checked how far the brass arms

moved when the gun's trigger was pulled vs. manually actuating the relays in the shot and hit relays – to see if there were any differences. Differences in the travel of the brass arms would indicate excessive wear in the gun mechanism or other connection (mechanical or electrical) problems. Also, if the brass arms didn't reset to the 'zero' position at the end of each game, this could throw off the count of shots or hits. But after watching the action of these relay units, they appeared to be functioning correctly.

At first I thought perhaps some of the contacts for individual targets were malfunctioning. But after testing, I found I was limited to 8-9 targets in total for my second try, regardless of which targets I knocked down. Next I noticed that the contact points on the bakelite disks were rather dirty. So I used contact cleaner and a pinball contact file to clean them up. But I first had to separate the 'shots' contact points, as they were 'frozen' (fused) together – probably from years of use. After that repair, I noticed that when the 'shot' relay made contact, there was a fairly bright yellow light occurring at the contact point. I was able to correct that by reducing the gap on the contact points by 1/64 inch via needle nose pliers. Then when the contact points were actuated, the spark was much smaller and was a normal soft-blue light. I also used needle-nose pliers to more firmly reconnect the contact points with the blades of each relay. This is a problem I'd also seen with electro-mechanical slot machines, which could cause poor or malfunctioning connections.

After I fixed and cleaned the relays/bakelite disks, I still had the problem of only getting 8-9 targets on the second try. After examining the contacts and mechanicals on the gun, I came to the conclusion that the real problem was that this was an old game that had received a lot of play. If you squeezed the trigger softly and quickly, you could get all 10 shots on the second try. But if you squeezed the trigger hard and/or held it in, you accidentally actuated the shot relay twice, losing the chance to hit all 10 targets. So it was all in the finesse about how you used the game. There was a fair amount of movement, or 'play' in the trigger, so you just had to be careful when you played the game. In fact, unless you watched the relay in the back of the machine, or listened carefully, you didn't realize it had been actuated twice.

At the end of the day, after cleanup, we still had fun with the game, even if it had received more than its fair share of wear! If you have a similar game, we hope you enjoy it as much as we enjoy ours.

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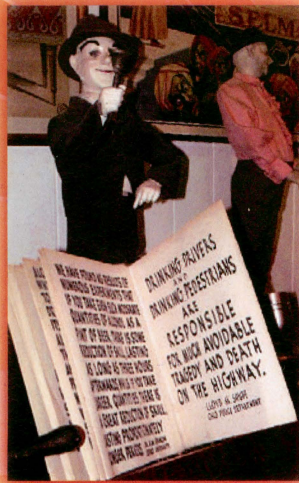


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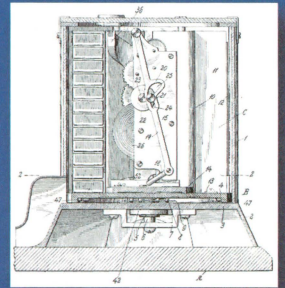
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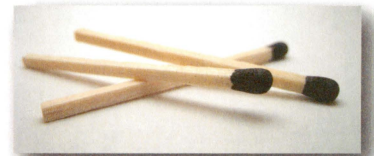
A “Matchless” Vendor



Roger Smith

The Knapsack Match Vendor

The control of fire fundamentally changed us as a species, changed social structures and changed the environment. From cooking meat, to communities around a campfire, we were different with fire. Though the command of fire grew in consort with our very DNA, easy control, as portable matches, is a relatively recent occurrence. As with many every day commodities – gum, peanuts, etc. – both a ubiquitous need and the inexpensive, quantified nature of these magical devises lent themselves to vending. These very characteristics, however, ultimately lead to unprofitability and the demise of match vendors, but not until some extraordinary examples had been produced.



The Start of Matches

The original use of the English word “match” was for a slow-burning piece of rope or cord that was impregnated with various chemicals so that it would smolder at a rate of only about a foot per hour. Like the “punk” used to light childhood fireworks in days gone by, this source of ignition was used to light fires or to fire guns (matchlocks) and cannons. Efforts to make a more portable ignition source date to the time of the Roman Empire. Friction matches were not developed until 1826 with John Walker’s work, in Stockton-on-Tees, England and significantly improved in 1844, in Sweden. The improved version was invented by Gustaf Erik Pasch (1788-1862). It was refined and marketed by Johan Edvard Lundström and his younger brother Carl Frans Lundström (1823-1917) who started a large scale match factory around 1847. By 1858, their company produced around 12 million match boxes a year. It survives today as the international conglomerate, Swedish Match.

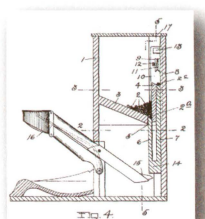


Johan Edvard Lundström
(1815-1888)

The End of the Free Match

Once inexpensive and safe matches became available, they became a staple of every well stocked bar and saloon. A nickel beer and a fine stogie required ready access to a supply of matches – an amenity even more common than salted snacks are today. The problem was that the patrons had a habit of helping themselves to fists full of the useful commodities before they left the establishment. This resulted in increased costs and lower profits for the owner, who still had no choice but to provide the service or loose business to other saloons that offered the free matches.

Into a Marion, Indiana establishment came Emerson A. Bolen, a young veteran of the Boer War. He was an American citizen who had been a traveling sales representative, selling fireless cookers and blackboards in South America and Africa. Bolen realized that there was a need to provide customers the free match service, while preventing the large-scale pilfering that was hurting profits. He imagined a small bar top device that would hold about 100 matches in a locked compartment. When a lever





The Yankee Clipper

was depressed a single match would raise up through a slot in the machine's top. When the customer grasped the matchstick and pulled, the match head would rub against an abrasive strip and ignite. The customer could then enjoy the hospitality of the saloon without being able to take advantage of the sa-

loon keeper's generosity. This device became known as the Yankee Clipper, named for a cigar cutter that Emerson conveniently built into the device's actuating lever.

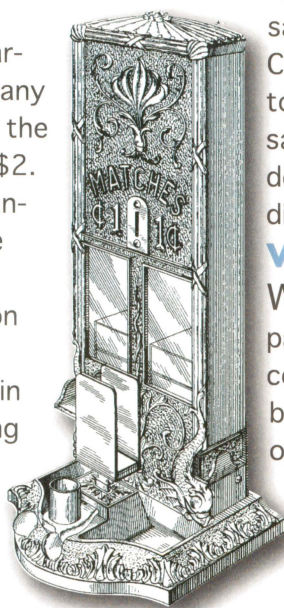
Bolen contracted with the Coleman Hardware Company, located in Morris, Illinois to make the new device. The small river town of Morris had a total of 23 saloons, the perfect place to put the Yankee Clipper to the test. Within a few days of its introduction, 21 of the 23 saloons had bought Emerson's invention and the success drew



the attention of local investors. As a result, it was on August 12, 1909, that Emerson Bolen, along with Earl D. Fuller and Frank H. Hayes, formed the Northwestern Novelty Company, with \$3,000 capital. Bolen had read the market's need correctly because the company sold about 100,000 Yankee Clippers in the first nine months; the unit retailed for \$2.

Unfortunately, Bolen could not have anticipated the 1910 development of the even safer, cheaper "safety match" (rather than the strike anywhere version his machine had used) that took the country by storm. The matches came in cardboard boxes or matchbooks, making the free kitchen matches virtually obsolete. Undeterred, Bolen decided to produce a coin-operated device to sell the match boxes at a penny each. He brought out the machine in 1911, patenting the design in 1919. The box match vender listed at \$2.70, and it is estimated that the company sold half a million of them before the model was discontinued.

INVENTOR
Emerson A. Bolen



Making Matches Safer

The idea of selling matches from coin-operated vending machines and the idea of packaging matches in small boxes predates Emerson Bolen's vendor by many years. Matches before 1910, had more caustic chemicals, could be struck anywhere and had a reputation for unpredictability and flair-ups, including exploding in one's pocket. These attributes made having some form of "match safe" to house them both a practicality and a necessity.

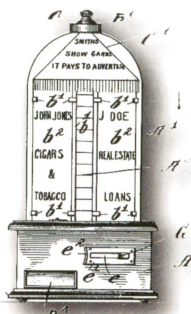
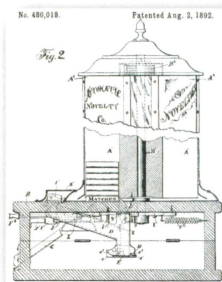
During their long history, match safes were constructed in every conceivable material. While small cardboard boxes were sufficient for sales, various other metal forms to fill the void for individual use made their appearance in the 1830s. Match safes were made in an impressive variety of shapes and designs, but the match safe's central function remained the same; the provision of a secure container for matches together with a striking surface. The earliest match safes were not decorative but utilitarian, and later these personal safes became a form of jewelry; personalized, decorative and not a vehicle for commerce. In the United States, one of the most prolific manufacturers of match safes was the Gorham Manufacturing Company (the name used from 1865 to 1961, the period when most match safes were made in the United States) in Providence, Rhode Island. They made more than 1,180 different varieties of match safe.



Vending a Commodity

With the rise in vending generally, cigar vendors in particular, and a robust economy providing willing consumers, the idea of vending boxes of matches was an obvious one. In 1892, James M. Hunter of Chicago, Illinois patented the progenitor of the International Match Vendor. This

wood and glass machine contained four columns to hold the match boxes and was copied in many aspects by Peter Schroeder, in 1914. This design



fit well with the times and must have enjoyed some degree of success based upon the number of surviving examples found in today's collections.

It would be tempting to assume that the idea of rotating columns of merchandise, used so frequently

in later machines, originated with this design, but a vendor with six user-selectable columns was patented in 1888, by Henry Gates, of Brooklyn, New York. Gates' patent suggests that his intent was to sell sweets rather than matches, but the idea would later be found in selective vendors by the Advance Machine and Oak

Manufacturing Companies years later. (For more information about the 1916, four-column Advance match vendor, see "BM Davis of Chicago," *C.O.C.A. Times* 4(2):4-6, 2004.)

The Knapsack Vendor

One early and rarely seen machine combined many of these mechanical elements and sold matches in metal match safes, ready for the buyer to use and reuse: The Knapsack vendor. Patented in 1907, by Marcus O. Anthony of New York, New York and assigned to the United Machine & Supply Company of that city, this elegant octagonal machine contained many elements that made it a mechanical marvel. Driven by

a clock work motor, this vendor dispensed tin

match safes in the shape of knapsacks

similar to those used during the Civil War. (This similarity has lead even some experts to place their age to that time, but this is incorrect.) The match safes were housed in six columns within the glass enclosure and vended by a pusher driven by the clockwork mechanism and released by the insertion of a penny. The pusher would deliver the lowest box from the column and when the column was emptied of its contents, the group of columns would rotate to the next full one until the machine was completely emptied. This process was

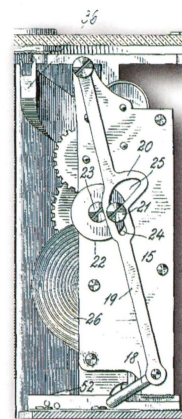
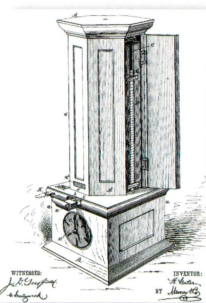
accomplished by mounting the columns on a turntable supported by "friction reducing balls" – today known as ball-bearings.

Marcus Anthony was well prepared to address the mechanical and design complexities called for by such an intricate machine. His first patent, filed in 1890, was for an "automatic feed and return mechanism for phonographs." This mechanical system demonstrated his ability to solve mechanically complex issues. Vending machine patents from 1904 and 1905 also show his ability to work with clockwork vending devices. In the Knapsack vendor, one problem he had to solve was that of how to keep the stack of match safes from jamming as the stack dropped down after the lowest had been sold. To prevent the stack from tipping as it fell, he designed a specially shaped cam that allowed the lowest tin to be slowly dispensed and then rapidly retract the pusher so that the remaining tins would fall as a unit. While this looked good on paper, it must not have been completely reliable because a year and a half after filing the main Knapsack patent application, he amended it with a simpler design to accomplish the same motions. This amendment was granted its own patent on the same day as the complete machine.

Robust in design and manufacture, attractive and vending a needed product for a competitive price, this machine should have been successful. An unknown, but very small, number of these machines are known to have survived, raising a question of how successful they were.

The End of Match Vendors

Ultimately, convenient, safe, portable matchbooks made by Diamond Match and others, made matches so common (and often free, thanks to advertisers) that the demand for match boxes and the machines that sold them wained, disappearing rapidly after WWI. The very factors that made the machines possible, lead to their obsolescence, but at least in the case of the Knapsack vendor, we can get a glimpse of their former glory.



Original cam mechanism



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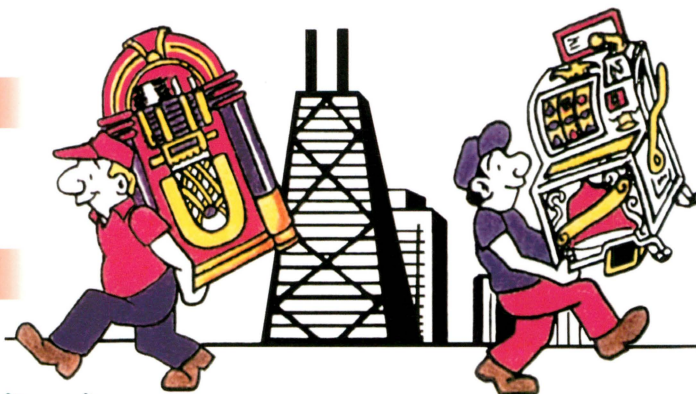
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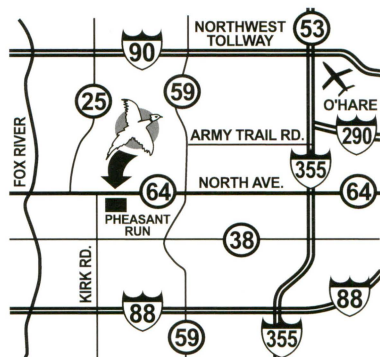
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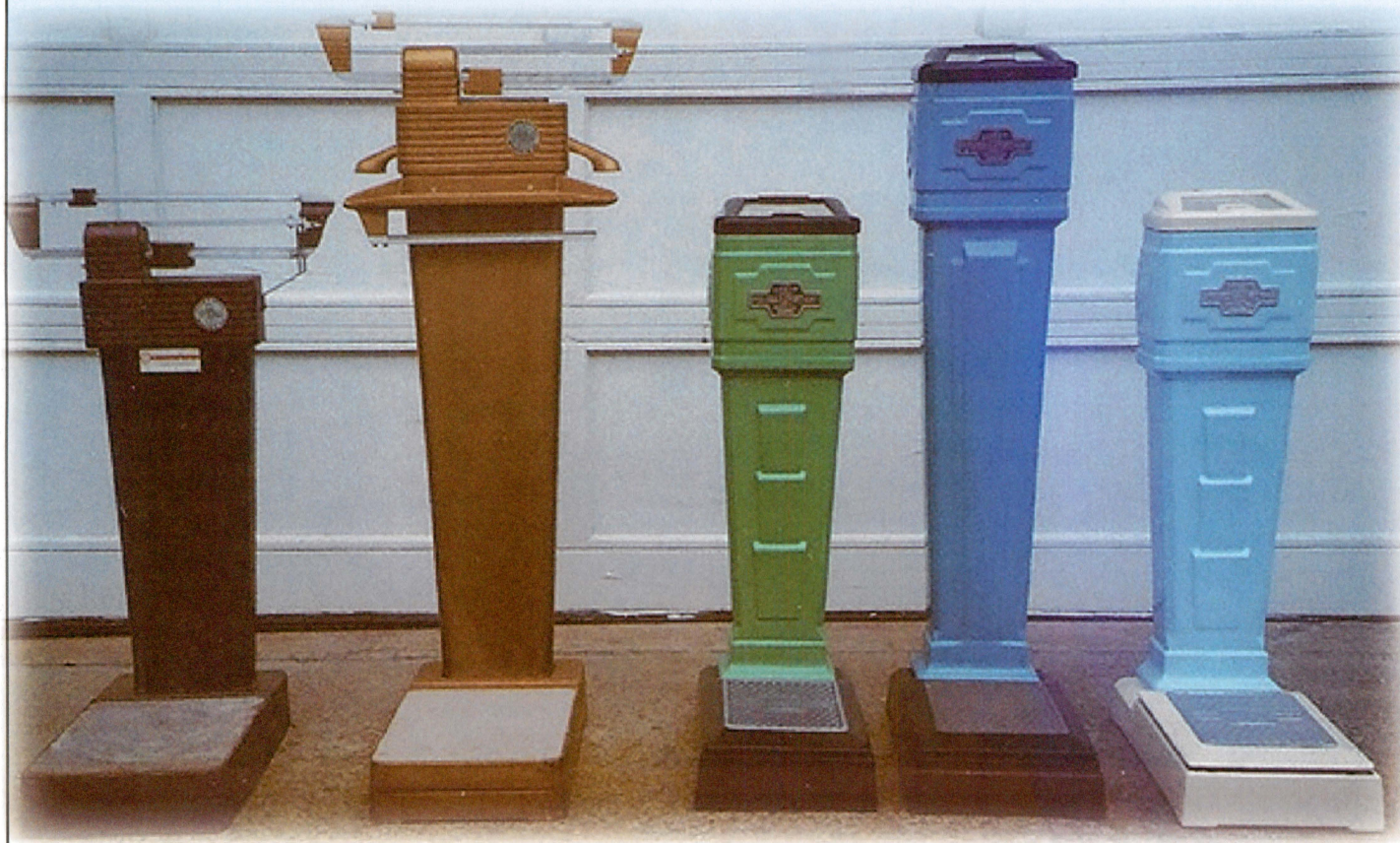
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Children's Personal Scales *(ca 1940's)*

by Jim & Merlyn Collings



Most personal children's scales or shorter scales are uncommon and somewhat scarce. (Photo 1) shows three children's scales and two adult scales for height comparison. The scales pictured in (Photo 1) are two Fairbanks Morse scales and three Rock-Ola LoBoys. (Photo 2) shows the full length shot of the Fairbanks bar or beam scale. The shorter Fairbanks burgandy bar scales stands 33.5" in height. The copper colored adult counter-part stands 44" in height. (Photo 3) shows the close-up of the two Fairbanks scales. The adult scale called the "valet" has many additional features than the child's version. Besides obtaining weight the adult "valet" had a hook for the tie and belt, the pant hanger in front, the shirt and coat hanger rack in back and the tray in front of for wallet, keys and pocket watch. This adult "valet" was often found in the home in the master bathroom or bedroom. The smaller scale was made for "junior". The child's beam scale was made available for children to encourage good health habits and was ideal for home use. The Fairbanks scales were made of metal and came in a variety of colors. It has a ribbon column head and also had a Fairbanks Morse name plate on the column. These beam scales were on free play.

Another beam scale was made in England. (Photo 4) The Avery child's Doctor scale is cast iron and measures weight in pounds and English stone. It is 36" in height and is on free play. It was painted in different colors.

The Rock-Ola Co. of Chicago manufactured a child's scale which is only 33.5" in height. Pictured in (Photo 5) are two of these smaller scales. One in Depression green (which is extremely rare) and the other in light blue. These cast iron Rock-Ola LoBoy scales operated on one cent. These machines were porcelainized in several colors. Refer to C.O.C.A. TIMES, Vol. 6 (No. 2005) titled THREE PERSONAL SCALES." The term LoBoy was given to many short scales in the 1930's and still persists today".

In 1939 the Hanson Scale Co. of Chicago produced a penny scale as well. This shorter 36" scale in (Photo 6) was used in Health related clubs. The round dial is called a "Health Dial". (Photo 7) shows another Hanson scale with a "special order" emblem attached to the white porcelain column. This "Red Goose Shoes" scale was reportedly found in a deserted department store in the shoe department. We would like to thank a fellow collector Charles Kemp for his "Red Goose Shoes" photo and information.

The children's scales were placed in the following locations: shoe stores, Dr.'s offices, rest rooms, department stores, train stations, arcades, amusement parks, grocery stores, home use and other high traffic areas.

We would like to thank Jeff Storck for his continual help and advice.



Photo 2

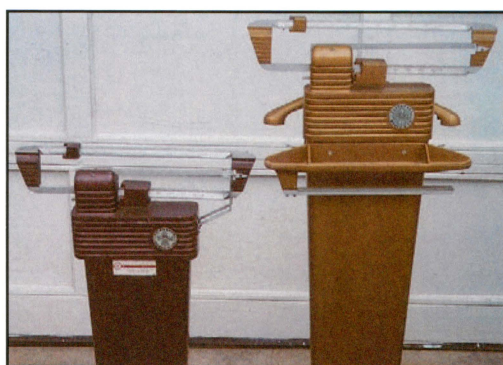


Photo 3



Photo 44

HAPPY SCALE
COLLECTING!

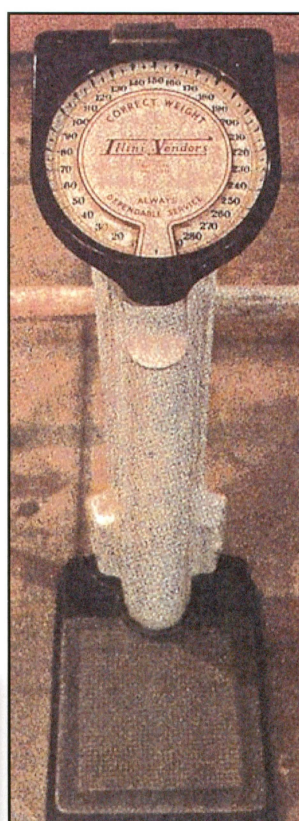


Photo 6



Photo 7



Photo 5

CHICAGOLAND

ANTIQU SLOT MACHINE, JUKE BOX AND ADVERTISING SHOW IS STILL A FAMILY DRAW

by Jack Kelly

As in the past, the semi-annual Antique Slot Machine, Jukebox and Advertising Show continues to be a family friendly event with a mix of all ages on hand Nov. 12 and 13, in St. Charles, Ill.

But, mostly adult serious buyers plunked down \$50 per person to shop the show early on Friday, with more casual shoppers paying \$7 admission Saturday and Sunday.

Bargain hunters with flashlights scoured the parking lot before dawn on Friday, well before the doors opened for inside sales at 7a.m.

Even tall visitors had to look up at the 1940 Singing Towers AMI juke box shown by St. Joseph Avenue Antiques, St. Joseph, Mo. Measuring 72 inches tall, the music maker was marked "sold" for \$9,500. Also selling at the same spot was a 1946 AMI "A" jukebox priced at \$4,000.

Jimmy Thorpe of Thorpe Music, drove 17 hours to Chicagoland from Rocky Mount, N.C., bringing along a number of jukes including a restored Rock-ola Model 1426 tagged at \$5,495 and a 1950s AMI Model 80 offered for \$1,800.

Although John Johnston of Hawley, Pa., also offered juke boxes, many stopped at this booth to admire, and play, a 6-foot 6-inch tall wood case 1950 Chicago Coin Basketball Champ machine, complete with full figure player, priced at \$6,200.

Among many coin-operated soda pop machines seen at the show, two crowd favorites were shown by Rich Pechuman of Northland Juke Boxes, North Branch, Minn. The pair were an Ideal 1950s Orange Crush for \$3,900 and a Vendo early 1950s Coke machine for \$3,495. The dealer said he had missed only two Chicagoland shows out of 60 and called the November event "Just great."

Folks looking for a complete set of all original slot machines checked out the group of one cent to one dollar 1948 Jennings Sun Chief floor model slots offered by Alan Sax of Long Grove, Ill. All six could be ready to play at your place for \$40,000.

Golf collectors hovered around the oddball original 9-foot-long 1920s coin operated putting green machine recently discovered in an upstairs room of a lodge in Saginaw, Mich., and trucked to the show

by B.J. Pawlaczyk of Au Gres, Mich. The made-in-Muskegon, Mich., cast iron and wood contraption, with a foot pedal rotating putting green, offered four balls per play. You could sharpen your game in the comfort of your own home for \$9,000 -- and 10 cents per round.

Vending machine collectors stopped to admire the 24-inch tall porcelain gum vending machine, complete with an animated figure of the 1920s famous cartoon character, The Yellow Kid, priced at \$4,500. Later in the show, dealer Art Herzog of Saginaw, Mich., marked it sold.

Not all counter top vending machines at the show were of the gumball and peanut variety. Randy Razzoog of Grand Rapids, Mich., showed off a 12-inch-tall 1930s aspirin vendor, with colorful original decal, priced \$1,595 that gave the customer a small tin of the headache pills for just a nickel. Razzoog said he had been showing at Chicagoland for so many years he was "part of the fixtures."

Small fries seemed to be drawn to the booth of Bill and Jan Berning of Genoa, Ill., where they stepped on a variety of vintage scales and weighed themselves for just 1 cent. On display was a Jennings 1920s lollipop scale priced \$1,200 and a Watling Tom Thumb for \$400. The couple also brought along their pet miniature pinscher dog Dixie who enjoyed the attention of the youngsters.

Another draw for youngsters was "a corral" of life-size coin operated ponies, brought to the show by Rick Dynek of Coin-Op Rides, Milwaukee, that could entertain and be ridden on at home for \$2,495 and up.

More ride-on-collectables were shown by Blue Moon Bikes Ltd. of Sycamore, Ill. They included a 1951 Schwinn Black Phantom priced \$2,300, four different Schwinn Sting Rays priced from \$500 to \$1,500 each, and a restored 1965 Cushman Eagle motor scooter marked "sold" at \$6,000.

"We traveled five days to get here from California" said Bud Meyer, adding "we shopped at many spots along the way." Meyer offered an all original Charles Fey Rock-A-Way Coin operated trade stimulator that he said was "one of four known that has been in California for all its life" for \$3,000. Boothmate Carl Lepiane priced a cast aluminum Puritan Bell trade stimulator, circa 1920s, for \$925.

Some dealers combined selling with other activities. Bruce and Donna Weir of Effingham, Ill., also were promoting their semiannual Indy Advertising and Toy Show, scheduled March 16 and 17 in Indianapolis, Ind. At Chicagoland, the couple offered an 18-inch-tall pair of 1890s Ferrell Ice Cream Shop figures at \$675 for the pair, and a 24-inch-diameter Hoods Milk porcelain advertising sign with cow illustration for \$8,000. Bruce said, "Many of the dealers here offer similar items shown at Indy and we've received lots of interest in welcoming those dealers to our event in Indianapolis."

People who wanted to take home some knowledge about the coin-op collecting hobby had a chance to purchase a new book "Reel Amusement," by author/collector Tom Gustwiller of Ottawa, Ohio. The author was on hand to autograph the 176-page full color hardbound book, available for \$75 each.

When all was said and done, it appeared that more dealers of those who were polled found the Chicagoland show was "a great selling event" while a smaller number said it was "just ok."

The spring semi-annual Antique Slot Machine, Juke Box and Advertising Show will be held March 31 and April 1 in St. Charles, Ill.

Dealers can get information from co-promoter Bob Traynoff at 1-847-244-9263. Show information also is available from co-promoter Kevin Greco at 1-815-353-1593 and at www.chicagolandshow.com.



Show Promoters: The Traynoff and Greco Families

(more photos on next page)



Bruce and Donna Weir of Effingham, Ill., show off a pair 1890s Ferrell Ice Cream Shop hand-carved wooden figures priced at \$675 for the pair. The couple also promoted their semi-annual Indy Advertising Show in Indianapolis, Ind., with the next event scheduled for March 16 and 17.

NOVEMBER 2011



The 1940 Singing Towers AMI jukebox on the left sold for \$9,500 while a companion AMI 1946 "A" on the right was sold for \$4,000 by St. Joseph Avenue Antiques of St. Joseph, Mo.



"Mark it sold," said dealer Art Herzog of Saginaw, Mich., pointing to his 24-inch-tall Pulver gum machine with animated cartoon character The Yellow Kid priced at \$4,500.



Rich Pechuman of Northland Jukeboxes, North Branch, Minn., takes a break between his restored soda pop machines. The 1950s Orange Crush model was priced at \$3,900 and the Vendo Coke machine at \$3,495.



Dealer B.J. Pawlaczyk takes a moment to sharpen his golf skills on his 1920s coin-operated putting green machine offering four balls per play for 10-cents. The machine was offered for \$9,000.

Keira Chaffin, 3, and sister Kaia, 2, stopped to weigh themselves on coin operated scales offered by Bill and Jan Berning of Genoa, Ill., and to greet the couple's miniature pinscher Dixie. The girls are daughters of Dawn and Kevin Chaffin of Homer Glenn, Ill. Jan said the pooch enjoyed the attention from the young shoppers.



Dr. Herb is looking for slot machines

by Rachel Azark



By the numbers

1899

the year Charles Fey, a pioneer slot machine manufacturer, completed the Liberty Bell, the first slot machine.

4

Liberty Bell machines are still in existence.

25

years or older is how old a slot machine has to be to be legal in Illinois

205,726

slot machines in Nevada in 1999; this is one for every 10 residents

36

the weight in pounds of Dr. Weinfield's favorite slot machine, The Q.T.



As a boy, Herb Weinfield begged his mother for pennies and nickels so he could go to town and play the slot machines. Slot machines at the time were in general stores, restaurants and bars. It was 40 years ago, though, that Dr. Weinfield, a 1948 graduate of the Loyola University School of Dentistry, had his first opportunity to actually own one.

The opportunity arrived one day when Dr. Weinfield had an air conditioner repairman over to do some work on his home. The repairman took one look at the finished basement and said, "What this basement needs is a slot machine." Dr. Weinfield asked where he could find one, and the repairman sold Dr. Weinfield his own.

Today, Dr. Weinfield is a proud owner of 22 different slot machines. He finds his machines through collectors groups, dealers, collectors shows, and by word of mouth. While Dr. Weinfield finds joy in admiring his collection and playing them, he said, "to me, the most fun is chasing them down."

After work one Saturday, he drove 300 miles with his wife to northern Wisconsin to purchase a slot machine. The next day, having purchased the machine, he drove home with a smile from ear to ear.

"You go nutty, collectors are nutty. But it's fun!" said Dr. Weinfield.

When he had his practice, Dr. Weinfield loved to share his passion with his patients. He had four, fully restored, original machines displayed in his office that he would let patients and their children play with. Dr. Weinfield felt that by having part of his collection there, "it humanized the dental office" because it showed that the dentist was interested in something more than just dentistry.

Each machine had a bowl of coins next to it so people could play the slot. And next to each machine was also a sign that read, "Dr. Herb is always looking for slot machines. Do you know where he can find one?"



Calvert Indian Shooter

by Bill Howard

The theme of my book, *Every Picture Tells a Story*, is that each item in my collection has its' own story or memory from the past. A classic example of this theme is the Calvert Indian Shooter.

This trade stimulator was manufactured in 1929 by Calvert Mfg., and the example pictured above and on page 135 of my book combines every possible feature one could hope to find in a trade stimulator: rarity (this is the only all original and complete example I know of as of the date of this writing), condition (it is flawless), Americana (wonderful graphics of Indians in the Old West), uniqueness of play (shooting pennies vertically to knock off the heads of the Indians), aesthetics' (the sheer beauty of the machine), its' marvelous construction (all metal and very well built), and, most importantly, the fun it is to play.

I acquired this machine from dealer Paul Hindin. I cannot quite remember how I learned that it was for sale or what convinced me to drive all the way to Paul's house in my early collecting days to look at it. What I

do remember, just as if it were yesterday, was the feeling I had as I saw it for the first time sitting on his table. After putting a penny in and playing it, I knew it was leaving Wisconsin with me. It was a feeling I will never forget.

I have often told people that there is another thing I saw that day that I will never forget that convinced me Paul was someone special when it came to coin-ops. As I entered his home, I saw that he had turned both couches in his living room on end so that he would have more room in which to stuff machines. Now that is the kind of sickness and compulsive behavior that will get you far in the hobby, my sympathy to his lovely wife Bonita, notwithstanding.

The machine was sold for \$37.50 according to the October 1929, ad in *Automatic Age* on page 44. Its' rarity and uniqueness in design and play are discussed by Dick Beuschel in *Vintage Trade Stimulators & Counter Games* on page 170, where he notes that the penny is shot vertically into the air. Also, note that the example

shown in his book is without the green or playfield graphics. This attests to the machine's rarity, because Dick "beat the bushes" soliciting the best picture he could find for this book. So you can imagine how happy I was to acquire this example in the condition it was in after Dick's book came out.

This machine came without a stand and featured a tin lithographed marquee. Unlike other Calverts, the Indian Shooter's head on the front is not metal polished but painted over to match the cabinet color, as the ad verifies. The ad proudly announced that "the Indian Shooter gets the Redskins and you get the Red Pennies."


The case is all metal and does not contain a cash box. Gumballs are displayed inside two windows at the front, are dispensed with each penny played, and are loaded from the top. The pennies played are accessible by removing the lower front plate where the Indian head and gun are mounted. As a coin is inserted and the level at the top is pulled, five Indian heads pop up and over the playfield to be shot, as a pull of the trigger propels the penny vertically into the air to knock one over with a skillful aim. As long as the penny falls back into the middle of the playfield, another shot is afforded toward the remaining heads, and so on, until the penny falls

outside the middle boundary and into the machine, or all the Indians are shot. As each is shot, a score inside each of the five corresponding holes under the heads is registered. Each penny played resets the heads and the scoring. Neither the ad nor any feature of the machine itself suggests that cash or other rewards be given for a certain score, but you never know. The machine has holes at the bottom of its base to allow it to be nailed or screwed to the counter so as not to be "maneuvered," a common feature for machines that did provide such gambling incentives, and a certain score along with a corresponding disappearing Indian head would provide verification for the operator.

The rarity of this machine in good condition is probably due to its manner of play. I know of no other gun game designed to shoot pennies vertically, so when the gun "goes," as most gun shooters eventually do, the owner is pretty much out of luck when trying to find a replacement. Also, the constant striking of the penny with the Indian heads and paper background eventually took its toll and destroyed the beautiful graphics on the paper and heads. It is no wonder that the example in Beuschel's book appears as it does. In any event, my example remains as fine as the day I first saw it on Paul's table and is one of my favorite trade stimulators.



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If you haven't checked out our new website at Coinopclub.org yet, you are missing out on a great COCA member benefit. We have added many new features and made it easy to navigate. We try to add new information as often as it becomes available, and the FREE classified ads with photos are quickly becoming a great place to buy and sell coin-op. Don't forget to update your member bio after you have logged in. Here is a summary of things on the new site that you may find helpful.



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Here you will find the club mission, by-laws and officer profiles.

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- **CALENDAR**

What's happening, where and when in the world of coin-op.

- **NEWS AND ANNOUNCEMENTS**

This is the place to find out what's new.

- **ARTICLES**

Read all of the current and recent articles here.

- **CLASSIFIED ADS**

Buy and sell coin-op and related game room merchandise and services here. Anyone may place a FREE ad and members may place up to 3 ads. Each ad may have a photo. Only logged-in COCA members are able to view the contact information.

- **MEMBERS LIST**

Find other COCA members here. Each member also has their own page where you can view their photo and bio. This is the place to learn about your fellow COCA members.

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Conveniently located on the homepage, you can post a question or comment here. This has replaced the old discussion forum that was retired due to lack of use.

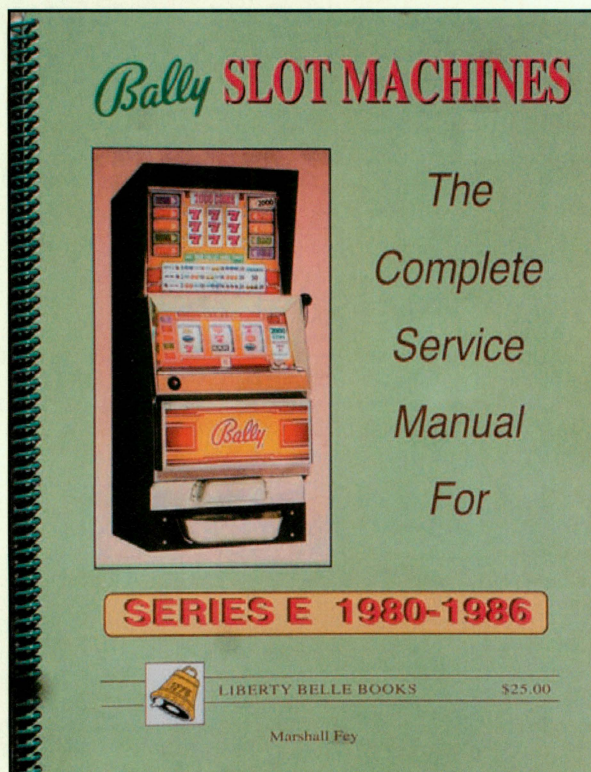
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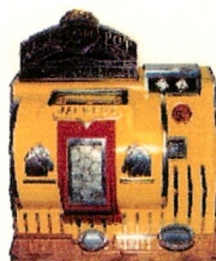
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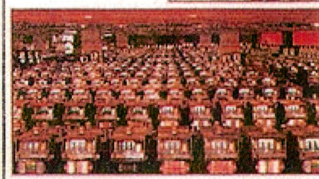
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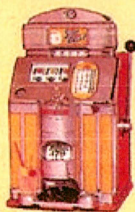
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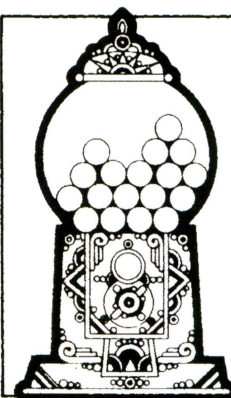
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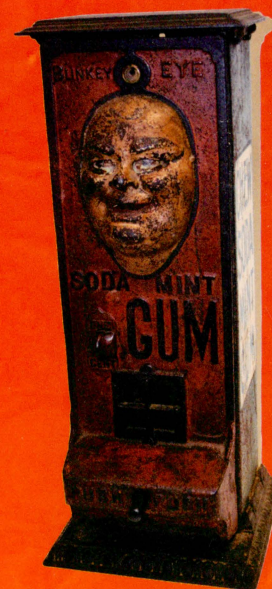
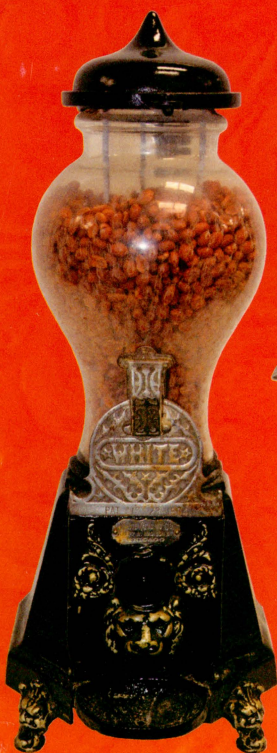
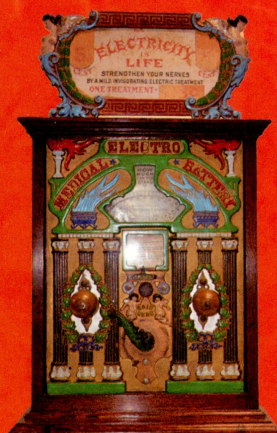
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